

UTILITY PATENT APPLICATION

PREPARED BY:

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TITLE: CARD GAME WITH NUMBERED CARDS

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PRIORITY STATEMENT

The patent claims priority based on Provisional Patent 60/240,019 filed on 10/12/2001.

BACKGROUND OF INVENTION

FIELD OF INVENTION

The invention relates to card games using the generation of numbers between a predetermined minimum and a predetermined maximum, such as craps, Four the Money, hi-low craps and roulette. More particularly the invention applies to playing a game of the type previously listed utilizing a card deck to generate random rolls and providing for unique features of tracking and displaying the results.

PRIOR ART

Dice games and card games are known in the prior art. Machines which automatically deal from decks and which randomly deal from a certain position in a deck of cards are also known in the art.

GENERAL DISCUSSION OF THE INVENTION

The invention described herein is best understood as a novel method of playing and redesigning roulette or dice games (e.g. craps, *Four The Money*, High-Low Craps, etc.) by substituting numbered cards for traditional dice and utilizing modern shuffling technology and unique layouts to provide better, random results.

A technique for playing a wagering game is taught where at least one random number is needed in order to determine an outcome and wherein the number is determined by selecting at least one or more random numbers within a range and where the numbers are determined by mechanically dealing one or more cards where each card has at least two numbers or has a single number representing a plurality of numbers (alternatively, at least two cards are dealt and added together to get the result). One of the cards may even be replaced with a dice to vary the result.

One method of doing this would be to shuffle multiple sets of six cards where each set was numbered sequentially one through six so that the shuffle and subsequent deal acts numerically identically (statistically) to a six-sided dice.

A shuffling machine could shuffle the cards so that the sets of six would be shuffled together and could use random card selection technologies to randomly deal from the mixed decks. Modern shuffling technology for normal card decks may be adapted for these options.

The dealer could (1) deal out two or more (even all six cards) and turn over one for each dice or (2) deal out one of the 6 cards for each dice. In order to add various degrees of excitement, by way of example, the six cards could be set down in two rows of six each and then one card from each row could be turned up in order to get a dice roll for a game of craps, *Four The Money*, or *High-Low Craps*. To give the player the feeling of control, the deal need only deal two cards from which the selection of the player would be made since this would introduce a randomizing feature without

dependence on a machine but would reduce the number of cards to be handled. Also, the display of the non-picked card could add to the angst which makes these games of chance so popular.

Likewise, only one of the cards could be dealt out with a set of thirty-six cards (each representing a roll of two dice) and that card could be the dice roll.

The two card method (2 sets of 1-6) could be set up so that a user could look at the six dealt cards dealt face down and select one to be turned up. To prevent marking, the players could select one space of 6 and the card dealt to that space would be the one turned up. In order to provide more excitement, it could be required that one player would select one card location and another player would select a second card location where two players were playing the game. If only one player were to play in the game, various similar methods of selecting the cards automatically could be established. In the preferred embodiment two six-sided dice are used. It can be seen that any number of dice sides or dice numbers could be utilized to a similar effect.

For Roulette, two extra cards would be required representing 0 and 00 in addition to the other numbers possible from a roulette wheel.

Under another method to practice to the invention where the outcome of two six sided dice are important, the game would be played having at least one of 36 cards dealt out reflecting the 36 combinations of two six sided dice and the dealer would turn one card up in order to represent the dice roll of the two dice. In one embodiment, all 36 dice could be shuffled and one or more dealt out of the set of 36 with a space selection being made before the deal. The same machine or a second machine with a like dice set (or with a more unusual game with a different type of dice set) could deal the next deal in a similar manner. Dice could be dealt from countless decks and recycled according to logical dealing sequences. Solid cards are envisioned, but electronic displays

representing the cards could be used.

In one embodiment of the invention, all 36 combinations could be dealt and the players could pick rolls sequentially so that each time one was picked it was turned over. For *Four The Money* or *High-Low Craps* type games, this would allow the user to obtain a win or a loss based on (1) 4 cards without a seven, or (2) how many of the cards were turned up before a target number, usually seven with two six-sided dice, having 36 possible combinations.

A craps game may be set up so that the players sequentially take turns so that multiple players select cards to turn up, where one player turns up the cards until a terminating event (a seven after a point in traditional craps) or cards may be electronically selected to be turned up.

Because multiple cards are used in the invention, each card may be electronically or mechanically marked so that a sensor can determine what number is displayed. In this way, electronics may track the card displayed or the total displayed to track a series of card plays so that in games where multiple rolls or totals are required (four the money or high roller of the month, for example) or series of rolls are important (different doubles, all or none at all), these may be tracked electronically. This is more difficult in traditional dice usage because the dice must be picked up and set on a location or number punched in for the same result. Here the cards need only be placed at the appropriate location when dealt.

It is therefore one purpose of the invention to provide for a game which follows rules of various gaming-type dice games utilizing cards and utilizing a novel method of shuffling, dealing and displaying the cards in order to attempt to maintain the statistical variation in existing dice games and in order to provide new rules allowing for greater player entertainment and selection.

These and other objects and advantages of the invention will become better understood

hereinafter from a consideration of the specification with reference to the accompanying drawings forming part thereof, and in which like numerals correspond to parts throughout the several views of the invention.

BRIEF DESCRIPTION OF DRAWINGS

For a further understanding of the nature and objects of the present invention, reference should be made to the following detailed description taken in conjunction with the accompanying drawings in which like parts are given like reference numerals and wherein:

Figure 1 shows a layout for the preferred embodiment showing a plurality of dealing machines although only a single dealing machine is necessary to practice the invention.

Figure 2 shows one embodiment of the layout shown at 106 shown in Figure 1.

Figure 3 shows one embodiment of the layout shown at 106 for Figure 1.

Figure 4 shows one embodiment of the layout shown at 106 for Figure 1.

Figure 5 shows one embodiment of the layout shown at 106 for Figure 1.

Figure 6 shows a layout for a single dealing machine.

Figure 7 shows a layout which includes an alternate dice means.

Figure 8 shows a set of six numbered cards having dots and numeric displays of quantity.

Figure 8a shows two cards of an alternate type usable when one card represents two dice.

DETAILED DESCRIPTION OF THE PREFERRED EXEMPLARY EMBODIMENTS

As can best be seen by reference to Figure 1 in the preferred embodiment there are four card dealing machines 101 through 104. In front of each of these, is a space, card holding location 106 to receive one or more cards. Betting locations are available on the table. One betting location 107 which is here shown as a traditional odds wager location, which is typically served exclusively by

the dealer. Also shown are user betting locations 105, here a Four The Money odds wager layout. Here, the odds wager layout shows slots 109 for wagers to be placed and held. These slots 109 may not take the money; they may simply serve to hold the wager until the end of the betting period to prevent manipulation of wagers or to prevent these wagers from being disturbed by dice rolls. The slots 109 may also allow the house to track which bets have been made so that the game can identify winning wager and losing wagers by lighting the space when a win or lose occurs to ease the handling of multiple wagers of this type. While slots 109 are shown for this purpose, it is also clear that these slots 109 could be replaced with sensors of other types which sense the presence of a wager at the locations where the slots 109 are shown.

Each wager location allows the player a place to put a wager on a place to put a wager on a statistical event. For example, a "come bet" allows a wager that a 7, 11 or repeat of a point will occur before a "craps" roll on the "come out" roll or a 7 after the "come out" roll but before the repeat of the point.

Figure 2 shows one method of defining the card holding location 106. In this embodiment, there are marker spaces 99a-99f and 97a-97f which serve to hold markers 96 and 95 respectively. These markers 95 and 96 are placed on one of the marker spaces 99a-99f and on one of the marker spaces 97a-f before the deal. Up to six cards may be dealt to locations 108a-108f and 98a-98f. The card on the space with a number corresponding to the marker 95 and 96 is the selected card and the two cards are added to determine the value of the resulting deal. These cards are shown in Figure 8.

In the example shown, marker 96 marks space 99a and marker 95 marks space 97f so that cards (not shown) dealt to card location 108a and a card (not shown) dealt to card location 98f would

be the selected cards. In this example if a "3" was dealt to 108a and a "4" dealt to location 98f, then the total of 7 is the resulting roll or deal. By way of alternate example, if card 3 is dealt to location 108a and another card 3 is dealt to location 98f, in this example of the layout, the total would be a 6 "hardway" or a "hard six".

If 36 cards are simultaneously shuffled, reflecting each of the 36 possible outcomes with two six sided dice, then the outcomes may be dealt to a first single location 120 shown on Figure 3 as one alternate embodiment of the card holding location 106. These cards are shown in Figure 8a.

If two cards are dealt to get the total, but the user does not preselect the space to which it is dealt, the layout shown in Figure 2 can be replaced with the layout shown in Figure 4 where there is a first single location 120 and a second single location 121 which will receive one of the six sided dice numbers.

The card holding locations may work in several different manners in accordance with the disclosure herein. Six locations 108a-f are shown so that six different card dice rolls may be displayed and one of those may be pre-selected with a marker 96 on spaces 99a-f. Where two sets of cards are used, each having the numbers sequentially on through six, there may be a second set of six locations 98a-f to display the next six cards. The same marker 96 for both groups of locations (108a-f and 98a-f) or two different markers 95 and 96 for locations 108a-f and 98a-f, respectively, may be used to get the same statistical result.

Similarly, a card may be turned up either according to its location after it is dealt, by being specified by the user or, as set forth above in the preferred embodiment, it the location may be selected before the cards are dealt. It should also be noted that while locations for all six cards are shown, only two cards need be dealt, if dealt randomly, to allow for user selection to play a roll in

the random outcome.

Also, a single “roller” may select the card to turn or it may be selected by majority vote of multiple players. The selection process may occur before every roll or may be made once and apply to all deals until a terminating event.

The purpose for having the determination as to which spot would have the card to be turned up before the cards were dealt would be to prevent the possibility of any marking of the cards interfering with the random of nature of the game.

A single card may be dealt from the top of the deck or at a random location determined by a dealing machine. In a situation where each of the card dealing machines 101 through 104 deals out a single card from 36 cards this one location 120 will display a card corresponding to one of the rolls of the two dice (Examples are shown in Figure 8a). The cards may be marked sequentially from two single dots (a “2”) to two six dots (a “twelve”) so that all possible 36 combinations, of two six sided dice are shown. Where multiple decks are used, a wild card may be included. In one example, using traditional dice, instead of one set of 36 cards, two (or more) sets of 36 cards could be used. The statistical odds of any roll would be the same (one in 36). One of the cards, however, could bear a special character (not shown) such as a dollar (“\$”) sign. The odds of this card appearing would be one in 72 (in this example) and a bonus could be paid on it’s appearance. This bonus could be the subject of an additional wager or could be a bonus on the wagers within the game.

Figure 4 shows where decks of six cards are used. A card is dealt to space 120 for the first card and space 121 for the second card and the spaces are added for a total. This shown where the space 120 has a sensor 116 to read a numeric or electronic number marker 114 on the card 111 (here

a three).

Figure 5 shows a modification of the display shown in Figures 3 and 4 where all combinations (36 in a typical two six sided dice combination) are dealt. The player makes a selection of which space is used according to the rules specified. In this layout the user could select one of the 36 numbers until a 7 was displayed (high low craps). If more than 36 numbers are used extra spaces, here 106a and 106b, may be provided to receive these cards. These extra spaces 106a and 106b may, alternatively, be used to accept cards which are terminating events so that the terminating event may change in accordance with the deal to these spaces. For example, if a six and a ten were dealt to spaces 106a and 106b, the deal could terminate upon turning up a six or ten.

In addition to utilizing cards in this technique, a random number generator may be utilized in order to display the numbers in the spaces provided in the form of cards or dice in the layouts embodied herein. In the example shown in Figure 5, blank cards could cover the spaces displaying the numbers selected which could be sequentially lifted according to the choice of the player.

Since the invention may be played with a single dealing machine, Figure 6 shows an embodiment where a single dealing machine 118 deals two cards numbered 1-6 to a first location 120 and a second location 121 in order to determine a roll. A shuffling machine 119 of the type known in the art is provided to deal one deck of numbered cards while the other decks are dealt by the dealing machine 118. The dealer stands behind a chip rack 117. In this embodiment, a craps type game is played having a pass line 110, a don't pass/don't come location 115, a come line 113 as well as a location for field type bets 112 and odds wagers 114. The exact layout may be identical to a craps layout with the addition of the dealing machines 118, shuffling machine 119 and card display areas, here locations 120 and 121. A tracking display 122 showing the total of the current roll or the

rolls in the series of the rolls before a terminating event may be provided. This display 122 may obtain the total of the cards through markings on the cards readable on the display areas 120 and 121 as described in more detail in reference to Figure 4 above.

A first wager location for accepting a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds is required for most games of this type. Typically this is a "come" location 110.

Figure 7 shows another alternate embodiment based around the general display shown in Figure 6 wherein the dice rolls may be obtained through alternate dice means 123 and 126, here six sided wheels 123 and 126, wherein the roll is determined by the numbered positions on the wheels relative to pointers 124 and 125. In this way, the card mechanism is used in conjunction with another mechanism to increase the interest in the game and to accelerate play.

Figure 8 shows a set of six numbered cards having dots and numeric displays of quantity for the numbers one through six.

Figure 8a shows two cards of an alternate type usable when one card represents two dice. By way of example, one card shows a 3-1 combination to make 4 and the other card shows a 3-3 combination to make a "hard six".

Because many varying and different embodiments may be made within the scope of the inventive concept herein taught and because many modifications may be made in the embodiment(s) herein detailed in accordance with the descriptive requirements of the law, it is to be understood that the details herein are to be interpreted as illustrative and not in a limiting sense.